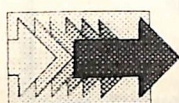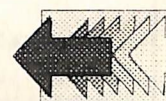# Commodore NETWORK
AUSTRALIA

Vol 4 No 11 December 1995

SUPPORTING THE 8 BIT RANGE OF COMMODORE COMPUTERS

➡ NEWSWATCH ⬅

It looks like Melbourne's one-time leading Commodore support BBS, Talisman, is down and out. If this is the case, it will be sorely missed.

COMMODORE FORMAT
report by Marc Walters

Future Publishing, publisher of Britain's last newsstand Commodore 8-bit specific magazine, Commodore Format, confirmed recently that the October '95 edition was the last to be produced.

Issues of this magazine as from the June edition were not imported into Australia by the Australian distributors.

Back issues of some are still available from Future Publishing, although in extremely limited numbers. These include the June or July issues (one is sold out), the September issue, and the October edition.

Both the September and October back issues number less than ten available. It appears that the powers that be did not have much faith in back-issue sales!

Pricing for these back-issues is 3.25 pounds per copy of Commodore Format, and an additional four pounds to cover overseas post/packing costs. Even though C.F. was a rather "lightweight" publication, both literally and in its strength of content, it's sad to see the passing of this magazine, for, whatever it's faults, it did (almost) serve the British public as a source of information about the wonderful world of C64 computing, and gave those few remaining companies supporting our machine access to the still considerable British C64 user base.

Hopefully, half-page ads placed recently by "Electronic Boys' " in CF for Commodore World and GEOS will excite some reaction, and perhaps CW and some of the smaller publications such as those by ICPUG and the 64 Fanzine may receive a welcome boost to readership.

When I receive the October edition of CF, I will be most interested to see if they admit to it being their final issue, as every other British magazine that has closed did so without warning. This seems to be a standard practise over there.

FGM AND GEOCABLE

Users of Fun Graphics Machine have, in the past, been frustrated with its inability to use printers connected via a GeoCable or the like (I know I have! - one reason it has never seen much use). Ron Hackley, author of this excellent program, has made a disk available containing all the informtion and necessary routines to achieve printing from FGM to a GeoCable connected printer. This disk is to be distributed as widely as possible.

Commodore Network will be acquiring a copyof this disk and, if at all possible, will be presenting it (probably in an archived format) on the first Disk-Coverer of the new year.

RAMDRIVE SALE

For all those looking for RAM expansion, Performance Peripherals is now having a sale on it's 2 meg RAMDrives.

Regular price is U.S.$289.00, but now through until Christmas, you can get your own 2 meg RAMDrive for only U.S.$219.00 plus delivery costs.

You can contact Performance Peripherals via: E-mail: fiset@global1.net Voice: 518-436-0485 (enquiries)   800-EASY-WEB (ORDERS)

Merry Christmas
From the crew at Commodore Network

This Issue

Your Magazine HQ!

Commodore Network is your headquarters for the following titles:
Commodore Network magazine
Commodore World magazine
Commodore Cee magazine

Enquiries: (058) 711 863

Editorial

Well, Christmas is with us once more, and with it comes the new year. Can't say I'm overly sad to see the passing of 1995, it's been a pretty average year for my family and I, not to mention C.N. with all its production problems.

Hopefully, '96 will be a better year all round, with our getting things back on schedule. To aid this, C.N.P.D. will now be handling all our merchandising. This has been done because of several reasons, not the least being the expected increase in demand for servicing of orders with the introduction of several new lines in the near future.

At present, these new lines will include 40 to 50 new games produced by Threshold Productions, the Busy Bee line of word processors (The Write Stuff, etc.), The Fun Graphics Machine, and a couple of German GEOS offerings.

There are other items, but they are some time off! Even though orders will now be processed by C.N.P.D., cheques for merchandising items should be made out to Commodore Network to expedite matters. With luck, this will mean that I will have a little more time for doing the things I enjoy, like programming, writing better, more informative articles, and getting C.N. ready that little bit earlier. At least, that's the theory!

AUTHORS

I have been very heartened by the response to my recent call for article writers, and I wish to thank all those who have taken the time to submit their work in recent months, and, indeed, during the duration of 1995. These items have added immeasurably to the depth of coverage within our pages. However, I can't let you all rest on your laurels, so, if you have an item that you think is worthy of submission to C.N., well, we'd like to see it so send it in!

Conversely, we have had very few new program submissions, so I'd like to see a few more make their way to this office for publication on Disk-Coverer. If you program, and have created a handy routine or sub-routine, graphic or sound file, a demo, or, indeed, anything else that could be considered for Disk-Coverer, we'd like to see it!

Of course, if you have a friend or friends that program, but don't subscribe to C.N., let them know that we are on the lookout for new routines for inclusion on our disks. It's a great way to get their work known, and to get a few copies of Commodore Network to boot!

BONUS

I have been trying to arrange a little Christmas bonus for all you good people for some time in the form of a specially compiled LOADSTAR disk. Unfortunately, not everything could be arranged in time for Christmas and the distribution of this series of Disk-Coverer, so hopefully all will be bought to fruition sometime in the New Year. Naturally enough, and unashamedly so, this will be a promotional exercise for Softdisk Publishing and its Australian distributor, JDB Software, so, with luck, a few of you will find this excellent disk-based magazine worthy of your support. I certainly hope so!

A similar distribution of a promotional disk for Commodore Cee is also being mooted, as is a disk of demonstration versions of Threshold Production games. If all this comes to fruition, 1996 could be a very good year for Commodore Network subscribers.

MERRY CHRISTMAS

Lastly, but certainly not least is a heartfelt "Merry Christmas" to all you lovely readers. I hope you've enjoyed your last year with us, and that we've entertained and informed over the last twelve months despite the frequent "hick-ups" we seem to have encountered this past year. May you and yours have the very best of Christmases, and may 1996 bring you the best of all things!

God Bless!

Warren

GeosGenie
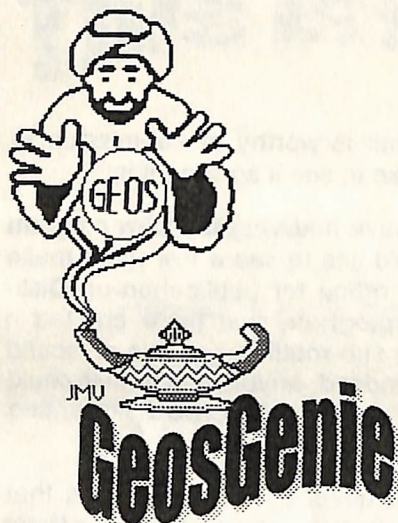
This month, we Review Storm Systems Disk 1, absolutely filled with GEOS Stuff, distributed by Michael Renz of Performance Peripherals Europe, in Germany.

Storm Systems Disk 1 is a great collection of excellent original programs created, in the most part, by Joseph P Buckley, aka Red Storm.

Added to the disk are a handful of Joe's Public Domain programs. The addition of these programs is a bonus on this disk, and they do not detract at all from it's value for money price.

Full documentation in geoWrite files is provided on Side B of this Disk, so everyone should be happy.

Starting with Joe's commercial programs, first up is the Application **Wrong is Write v8.1** {WiW}.

Many of you may have encountered the previous PD releases of v7.0 {or lower}, if so, then you are slightly ahead of those who have never seen WiW before.

WiW v8.1 runs in both 40 and 80 column modes, and requires GEOS v1.3 or greater to run.

I wrote about WiW in the Mar95 CN, but we will recap it's main features here.
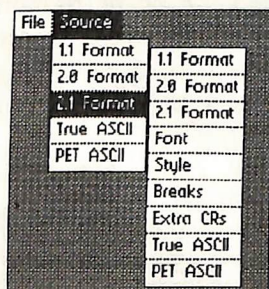
Many geoWrite users have the need

to revert v2.1 geoWrite files to a lesser version, or as I do, back out to True ASCII again. WiW effectively allows you to convert geoWrite files, up, down or across, to different versions or formats, and it is fairly simple to use.

As you can see from the accompanying Menu, you can convert geoWrite text files between any of the three current file formats, and also convert both standard CBM PET ASCII and True ASCII sequential text files into any of the three current geoWrite format files.

Using WiW you may also convert any of the current geoWrite format files into a CBM PET ASCII or True ASCII sequential text files.

This is extremely convenient for users of different Word Processors. I love the fact that this program is so versatile.

As a bonus, you may also change just the font, or just the style of an entire geoWrite document in one operation. You may also replace any instances of more than one carriage return with a single carriage return. You can also switch between 40 and 80 column modes {under GEOS128 only}.

A new feature for WiW is that a custom Icon of the destination geoWrite text file is copied directly from the geoWrite source file. If the source file was CBM DOS sequential text file, then the destination geoWrite file will default to the WiW Icon.

What more can one say !, the disk is worth the WiW program alone, go to it people.

Album Reverter+ is next on the disk.

This small 40/80 column Application allows you to convert v2.1 photo albums to a lesser version, to be accessed by v1.x Photo Managers. The reversion is destructive to v2.1 album specific information, such as scrap names.

The Photo Manager v1.x albums can contain up to 127 scraps, whereas the v2.1 albums con only contain 60 scraps. So the Photo Manager v2.1 chokes on lesser versions that have more scraps in them. Hence the need for Album Reverter+. For more detailed information on this, refer to the sections 'Photo Manager, Part 1 & 2' in 'The World of GEOS HandBooks II & III' respectively {**}.

Graphic Storm II is next on the disk.

This 40 column Application will allow you to import several standard Commodore graphic

File Source

1.1 Format	1.1 Format
2.0 Format	2.0 Format
2.1 Format	2.1 Format
True ASCII	Font
PET ASCII	Style
	Breaks
	Extra CRs
	True ASCII
	PET ASCII

formats into either geoPaint, photo scrap, or photo album page format. As you can see from the accompanying Menu, there are six sub-menu selections available that you can convert. This is suitable for Hi-res pictures, but not for Multicolour pictures.
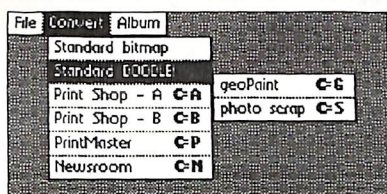
Next up, is **Drive Off.**

This small 40/80 column Application will allow you to turn off any external disk drives when leaving your system for an extended period. I use this often when I must pack up overnight, but want a quick start in the morning. I only need to switch on the external drives again, then press RETURN, or click on Yes, and everything swings back into action. Very, very handy, particularly in hot weather and you don't want your equipment to over heat.

REU Zap II is next.

This is a great 40/80 column utility program for GEOS users who have an REU. It will save a complete RAM 1571 to a disk based file that will automatically pre-load your REU on boot-up of GEOS if you place it after Configure on your boot disk.

You can, of course, also double-click on the created file to activate it. It doesn't necessarily have to be on your boot disk. I have an REU Zap II file on practically all of my 1571 and 1581 booting disks, it really does save heaps of time in setting up a RAM unit with your favourite files.

**Alarm Flash II** takes the concept of the original BSW Alarm Clock Desk Accessory program, and

makes the screen border, 40 or 80 column, flash when the time is up. The alarm time must still be set with Alarm Clock however.

Next up is the **Font Monster** Application program. I must admit that I had never used this program before, so I threw myself in the deep end of it. Had great fun actually, and it was definitely worth the extra time. This 40 column program was written to enable font maniacs to design the most wonderful fonts that they can invent {or maybe snatch}. You can work on an existing font, even create a whole new one.

Or, you can actually create what you want to have in your font, in geoPaint {using all of it's extensive tools}, and then use Font Monster to 'grab' your design {from a geoPaint document}, into a font. I liked the 'auto-increment' feature as it moved immediately to the next letter in the font when I had finished with the current one.

There are so many features, as you can see in the screen shot. The internal font buffer of Font Monster is 6912 bytes in length, which happens to be larger than any of the major GEOS Applications anyway.

For more information about font buffers in GEOS Applications, refer
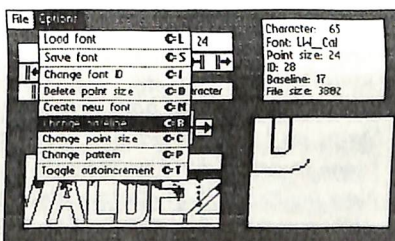
to the section 'More about Fonts' in 'The World of GEOS HandBook I'.

One interesting addition to this disk is the game **CIRCE v2.0** {by Francis G Kostella}. I am not much of a strategy game player, and so I cannot say that I was thrilled with this game. But if you enjoy a single

player strategy game against the computer, where the object is to capture all the counties on the planet CIRCE, then you will probably enjoy this game. CIRCE {40 columns} is a game about territory, so you must try and take as many countries as you can hold, whilst protecting your rear guard for maintaining 'supply lines'.

Font Thief II is the next program in this great collection. This program is aimed directly at users of the geoProgrammer package.

Font Thief will allow you to convert any single font point size into a geoLinker relocatable link file {.rel}. This only makes sense if you have geoProgrammer, have read the manual, and tried it all out some.

Out of interest, CIRCE actually has had two fonts added to it via Font Thief. Strictly for people who use and have an understanding of the geoProgrammer package.

IRQ Viewer is next.

This 40 or 80 column program is another for those users who program under GEOS. IRQ Viewer displays the GEOS NMI {Non-Maskable Interrupt}, Reset, and IRQ Vectors in a dialog box.

Convenient if you want to keep track of the effects of recent changes in your code.

Also included on this disk is **CONVERT v2.5,** {by Bill Coleman}.

Convert is a 40/80 column program that allows the user to convert a GEOS USR file to PRG or SEQ format, suitable for uploading to a BBS. Convert will also go from PRG or SEQ format, back to GEOS USR format, after downloading from a BBS.

This is a useful addition to any collection, especially if you intend to join a BBS. It is simple to use, and a Help gadget runs from the DBGetFile box. A very handy

inclusion in the package.

To be continued next month ....

All of these extremely useful programs are available on {Side 1} of the Storm Systems Disk 1, distributed by Michael Renz {Performance Peripherals Europe} Holzweg 12 53332 Bornheim GERMANY, for DM29 + S&H DM15 {Airmail}. Enquire further for price and shipping details. [Allow for conversion rates and bank charges]. Depending on the exchange rate you are looking at around A$45 to A$50 -ish.

Readers Three Wishes And All That ...

From Val Malcolm of Blackwood VIC, "Thank you for your prompt reply ... I can assure that they [Books] are well read, as I am very new to computing. I think I jumped in at the deep end as [I had] never seen a computer working other than on TV.

Sorry to trouble you ... but I can't get [things] to print out on [a] MPS-1230. I can print out Print Shop cards no trouble, but [the geoPaint pages] are too large to print. What am I doing wrong ?

I put the [document] into geoPaint, try to print and then it all goes wrong. Could you please advise as to how I should be doing it ? The set-up I have is a C64, two 1541 disk drives, and MPS-1230 printer".

Gg. *The Print Shop cards wouldn't be a problem as using the Printer Set-Up Menu, you can happily use the MPS-1230 in CBM emulation with the use of the 2BL graphics. To use the MPS-1230 with GEOS, without adjusting your printer, the MPS-801 driver {CBM emulation} will be what you are using. What you have noticed in your print outs, however is that the MPS-801 driver restricts you to printing only sixty percent of the geoPaint page, even if there is more on it !*

There is something you can do to get around this. You can set a MPS-1230 into Epson emulation, during the power on sequence. For the details on how to do this, refer to the section 'MPS-1230 Printer and GEOS' in 'The World of GEOS HandBook III'. This was written about by Andrew Fisher {UK}, who successfully uses his MPS-1230 printer in Epson emulation mode. The next most important thing to do, is to set an Epson driver as the one 'seen' by GEOS, you can organize this on your boot disk, or simply on a Work disk if you prefer. You can find three Epson drivers for GEOS on Side 2 of 'The World of GEOS Disk' which comes with 'The World of GEOS HandBook I'. The drivers are Epson FX-80 {single pass - draft print}, EPSON LX-80 {two pass - print}, and lastly EX-800 V3.5 [the one I use most often] {six pass - smoothing print}. Once your printer is set-up, and you have installed the driver, then try and print a full size geoPaint document. If all went well, you won't be reading this anymore, because you're way to busy cheering with your new success {grin}. I hope so. Since I don't own a MPS-1230 myself, I have to trust that the information presented was sufficient.

Actually, now that you have experienced using the Epson emulation mode on the MPS-1230, you might like to go back into Print Shop, and use the Printer Set-Up Menu to set PS for Epson mode. Now try Print Shop again using the 3BL graphics this time. You just might be pleased that you tried it !. In my opinion, Epson mode works best for any printer when using GEOS, if you have the means to set it first. Good luck, I hope it went well now.

From Frank Dexter of Frankston North VIC, "I am looking for the 'Commodore 64 An Introduction To BASIC :- Part 1'. I have

unfortunately mislaid my copy, but if you have [one] and could copy it, I would [be] only [too] happy to pay you for it.

PS. *If you don't have one [book], you may be able to let me know where I may be able to get one".*

Gg. *I have had a good look over my shelves to see if I had the 'Commodore 64 An Introduction To BASIC :- Part 1' book that you are needing, and it doesn't appear to be in my {I thought} extensive collection.*

Since I can't help directly, I thought I would try indirectly - through my column in CN. Can anyone of our readers help Frank with this book? Other than that, computer flea markets may be your next best bet to try and find this book. I hope that somehow you can get hold of one.

Next month, we continue the Review of Storm Systems Disk 1, [Side 2]. Until then, happy GEOSing.

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA{Business}E and I will write you back.

Special thanks to Rick Coleman {Photo Mover fame}, our USA GEnie BBS correspondent for your continued support, and to Michael Renz {Performance Peripherals Europe}, our German correspondent, for your continued support.

{**} The World of GEOS HandBook Series {I, II, III}, are currently available from JMV Grafix

BACKGROUND

It's not often a game of this quality is produced. Heralded as Apex Production's swan song, "Mayhem In Monsterland" received rave reviews from the British computer press, including a 100% Perfect Score from Commodore Format magazine.

Late 1993 was a time when the large British commercial software producers were winding down their C64 support, as the new 32-bit pastures beckoned.

During this time the last few BIG C64 games were released- Psygnosis' superb "Lemmings", Acclaim's "Alien 3", Ocean's "Sleepwalker", and Grandslam's "Liverpool" and "Nick Faldo's Golf". These games were big, both in name and in the company behind their production. After the 1993 Christmas the only commercial releases were doomed to be either budget priced rereleases of old classics, or hurriedly programmed budget games released only to cash in on a fast disappearing C64 games marketplace.

One game that was originally destined to be released by a big-name software company was the Rowland brothers' "Mayhem In Monsterland". A reluctance on the part of distributors to supply shops with C64 software, plus a reluctance by the Rowlands to risk being ripped off again by a large software company as had happened with their previous employer, meant that "mayhem" would have to be independently released, which would mean much higher profits for the Rowlands, but less game sales due to no distribution to shops.

With some help from the people at Commodore Format "Mayhem" was released in late 1993 and was sold by mail-order only. Weekly sales were in the hundreds rather than thousands, but in the course of a year over 5000 units were sold, not bad for a mail-order only outfit.

THE GAME

Contained in a plastic CD case, the full colour professionally printed sleeve bodes well. Inside with the disk is a colour-code protection sheet, a small warning to to remove cartridges, and a well produced fold-out instruction booklet.

The game scenario is simple, Monsterland has been a dark and gloomy place for years, but Our Hero, Mayhem the baby dinosaur has decided to return the land to its former colourful and happy state with the aid of his friend, the dinosaur-mage Theo Saurus. Mayhem must destroy the population of evil monsters by jumping on or ramming them, sometimes their exploding bodies leave behind bonuses such as a Bag of Magic Dust, or Speed Ups, a Shield, and so on.

By collecting a set number of bags of magic dust then handing them to Theo, Theo can then return the land to its former happy state. During this process a number of spinning stars are produced, which must then be collected and returned to Theo. Now, if at this point you replace the idea of "spinning stars" with "spinning rings", "Commodore 64" with "Sega Game System", and "Mayhem in Monsterland" with "Sonic the Hedgehog" then you're on the right track. Yep, a game that is similar to That Sega Game!

"Mayhem" contains all the elements of a classic platform game- bonuses, different "worlds", hidden passages and excellent music and sound effects. The graphics and smooth scrolling are nothing short of superb, as is the overall "feel" of the game. If you enjoy console style platform games then this is the one to get. One of the last C64 games, one of the best.

AVAILABILITY: PAL only, an NTSC version for North America was never officially produced. For details on price and shipping write to:

Apex Computer Productions
P.O. Box 100
South Ockendon
ESSEX, RM15 5HD
UNITED KINGDOM
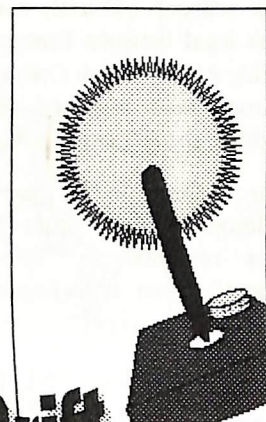
For reasons cultural, commercial and legal between Europe and the USA, many British Commodore 64 games were renamed when they crossed the Atlantic.

For example, the British Microprose game "Stunt Car Racer" was renamed to "Stunt Track Racer" when repackaged for the American market.

A similar thing happened to Ocean's coin-op conversion "Green Beret", in keeping with the coin-op machine's corny American name "Rush'N Attack"; Konami Software had to suitably rename Ocean's C64 conversion for the American market. In this small test of Transatlantic C64 Gaming Naming Knowledge, try to match up the original British and Australian Software titles with their American versions.

Note that "Barbarian" is the one-on-one *gladiator combat game* by Palace Software, not Psygnosis' arcade adventure.

For each correct match award yourself one (1) point. Don't forget to give yourself a great big pat on the back if you also know which two games were programmed in Australia.

ORIGINAL TITLE:

1) Thing Bounces Back
2) Nebulus
3) International Karate
4) Microprose Soccer
5) The Sentinel
6) Z
7) Delta
8) Rock'n Wrestle
9) Wizardry
10) Street Hassle
11) Flying Shark
12) Buggy Boy
13) Alternative World Games
14) Gryzor
15) International Karate Plus
16) Combat School
17) Ultimate Golf
18) The Sacred Armour of Antiriad
19) Barbarian
20) Arac

AMERICAN REHASH

a) Sky Shark
b) Bop'N Rumble
c) Spell Of Destruction
d) Rad Warrior
e) Chop'N Drop
f) Tower Toppler
g) Keith Van Eron's Pro Soccer
h) Sports-A-Rooni
i) Z-Pilot
j) Speed Buggy
k) Boot Camp
l) World Championship Karate
m) Greg Norman's Shark Attack
n) Coil Cop
o) Spiderbot
p) Bop'N Wrestle
q) The Sentry
r) Death Sword
s) Contra
t) Delta Patrol

Answers bottom right of page

Aussie Games: 8 and 10, both were programmed by Greg "Way of the Exploding Fist" Barnett of Beam Software (Melbourne House).

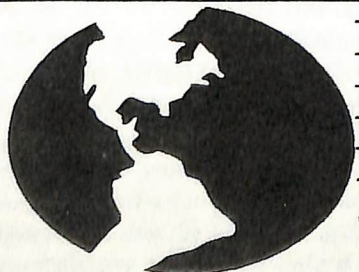Okay, now add up your score, and find out your Gamer Namer rating.

20. You're games-mad! Is there anything you don't know about the C64?

15-19. A wellspring of knowledge! At parties and family reunions you are a constant conversationalist, a pity though that all you ever seem to talk about is your C64.

5-15. Hmmm, methinks you have not been giving your Commodore 64 enough attention. A fairly average score, fitting for the less zealous among the Commodore flock.

0-4. You didn't try too hard did you? Next time you visit a used-book/magazine store buy up all the old C64 magazines you can find and spend every minute of your free time studying them, so for our next test of Commodore Knowledge you might not fail so dismally.i□

Answers: 1n,2f,3g,4l,5q,6i,7t,8p,9c,10b,11a,1 2j,13h,14s,15e,16k,17m,18d,19r,20o

Christmas is nearly upon us, and it seems that all and sundry have found a penchant for the written word. Computers, and their problems, rest for no man, not even Santa, so without further ado . . .

SUPERSCRIPT/SUPERBASE

From Drouin in Victoria, "Superbase Enthusiast" writes: Dear Warren, Hi! I thank you for sending the September issue of CN. I see where you only publish the 'interesting' articles. That's good. Though, I still hope to read more interesting contributions with Superscript/Superbase as the central theme. I have answered a few more letters written to my old address.

If anyone feels that I could help them more, or their letter hasn't got through, I would appreciate them writing again through your office. I feel, their enquiry should receive interest from you as well as all the other readers. If I get any direct, I will send a copy on.

I, and I'm sure, many of our readers, would appreciate further information on Superscript/Superbase. Therefore, it is important that people do make use of the pages of C.N., and your great knowledge of the subject, to create an informative resource for users of these great programs. So how about it Superbase/Superscript users?

DATA TRANSFER PROGRAMS

Superbase Enthusiast goes on to write:How did I switch to this subject? That's easy. Every job has lots of data that needs recording, better organizing, re-arranging, renewing, replacing or whatever. The programs that perform these important functions are called 'data transfer programs'. Essentially, they take the data from the many fields/files/databases and restore them in different formats in other fields/files/databases. A very important task you must agree, that is if you see the need to make improvements here or alterations there. No computer programmer could ever be without them, or so you might think!
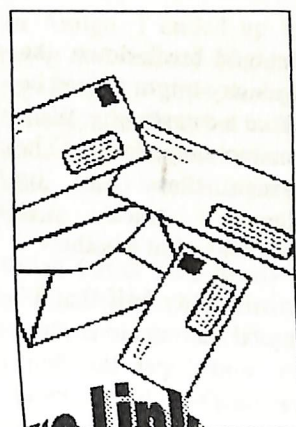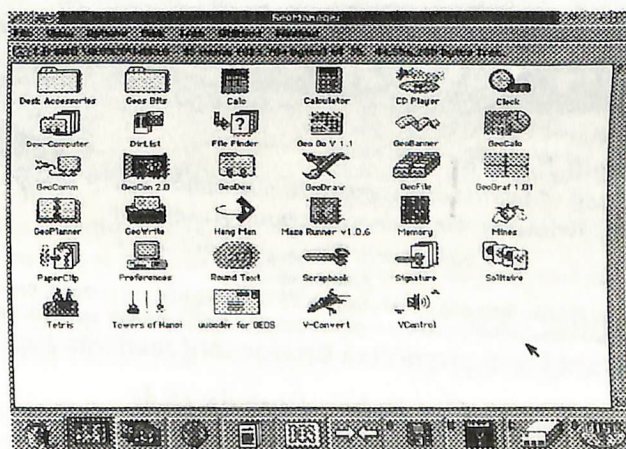
Letters Link

So, if one should break-down, the wheels of industry might indeed be 'stopped'. What a catastrophe. Well, that happened to me yesterday. The error message that came up was:"66,illegal track & sector,00,00".'Oh! what a bother!'

Here I was with only half the 700 records copied across to a new empty disk, and I get this bug. According to the Disk-drive manual it says: "If you attempt to use a block with the block commands that does not exist, this error is returned." There wasn't a clue as to how one should fix the problem.

Since I was using a 1581 drive, I concluded that the disk was only half full or thereabouts, and probably came about by a faulty block pointer pointing to a higher block where in fact there wasn't one, only a lower block. If the input began in the middle of the disk, say from track 19, the illegal sector would happen at track 35 because nobody told the computer (program) to restart on a lower block if stopped.

But how do I program such a thing in Superbase. All the Superbase program says at this point is "Database'y':file'cows'(no extensions). Then I remembered Warren's BASIC MAGIC article about such BLOCKS and things.

Well, Warren, at this point I would love to write that after reading all about it the problem is solved and the mission is accomplished and all's well with the world; but I can't. I don't know how to correct a faulty block pointer, or enter a monitor, and I certainly don't know how to prevent the same thing happening again. Since I have been asked these questions by others who buy and read CN, maybe another expert would care to help. We would greatly appreciate your view.

For any one interested, a free copy of the program is listed herewith. Although there are other ways of programming these events, the advantage of this program (if it can be worked with large numbers of records) is that it optimizes the use of the 3.5 disk because the program does not have to be on the same disk as the data. A very cheap way of storing data, I might add.The bug apparently does not occur on a 1541 disk because that disk would be FULL before the error message is given. So Warren, or other experts of BASIC, 'How do we avoid the error message #66, Illegal Track & Sector,00,00."How do we correct the faulty pointer', and 'How do you use the MONITOR to look for such things?'

OK. If I can finish it in time, an article on using a track and sector editor, and on the layout of disks, will be in this issue. If it's not here, don't panic, it will be in the January edition.

BROWSER 2

Our friend goes on to write:Because of your wonderful review I would like to try out this program of Rod Gasson's. If there is any cost, please send it COD.

If you look on the "magazine" side of this issue's accompanying Disk-Coverer disk, you will find a copy of "Browser"

LINKING 64'S

and lastly in this epic tome, 'Review' Page 21 September about linking C64's I am reminded that there have been times when I have wanted to link my three C128's (80 column mode). Any chance of an article about this? or the description of a cable that would enable the swapping of programs or files between similar versions of Superbase/Superscript. (Another way to transfer data.)

The cable described in this article will work with 128's, although there are several bugs in the 128's RS-232 handling routines which may prove problematical. It should, however, not prove an overwhelming task to write suitable drivers for 12 native mode, or, indeed, Superbase/Superscript.

TAIHAHO TH002 MODEM

Still in Victoria, and Reece Isaac writes in response to an earlier plea for help by Vic Mobbs with: Hi Warren, I've been meaning to get on to this much earlier but I'm sure you know how it is.

Regarding the TAIHAHO TH002 modem, I had one of these and it was a fine 300 baud modem. It came with a term. program called VIP term. This modem was basically a CCITT V21 version of the VIC 1650 Bell 103 modem from Commodore (this one I still have).

It used the same settings as the 1650, so any term prog. that had a 1650 setting would also run the TH002.

Now for the phone jacks on the back (I'm going by memory now), the one marked phone was were you plugged the phone into and the one marked line was were you plugged the line from the wall plug into.

There's a switch marked data/phone, its purpose is to switch the phone onto the line or the modem. When it is at data the phone (if it is plugged into the modem) is dead. There is also a duplex switch for half/duplex but that can be set from the term. prog. so I always left it at full. The modem will auto dial and answer but those things are set using the terminal prog. Pulse dial is all it can do so if tone dialing is needed that will have to be done manually. To do this the data/tel switch is put to tel and the number is dialled from the phone. The modem is set to pick up (or off hook) from the terminal and when the number answers the data/tel switch is set back to data. VIP term was good in its day but I would guess that the preferred term now Novaterm.

I seem to recall it having a 1650 setting. I just wonder if Vic has taken your advice Re. Faster modem?

Vic, like so many of us, is finding the multitude of options in buying a new modem a little overwhelming. Hopefully, some of the excellent articles published in "Surfing the Net" will help him. Thanks for your help, Reece!

FONTMASTER FRUSTRATION

Still in the "Garden State", and Bob Morrow issues a plea for help as follows: I have a problem for the "Letter's Link" page. I have recently acquired "Fontmaster 128", and use it on a 128D equipped with a Star

NL-10 printer. Every line is printed TWICE! Not double-spaced, but every line of text appears twice! I know it is to do with the printer driver set-up, but I have not been able to correct the fault at all. Can anyone out there help? They could ring me reverse charges if they have a fix.

OK, for all those willing to help Bob, his phone number is: 03-9846-4217

HELP

From New South Wales, Bill Bratby writes: I've acquired two Star printers, one being an NX-10C, and the other a `Radix-10i. One is missing the knob from the platen (this makes life very difficult), and both are without their user's guides.

I would be happy to hear from anyone who has a knob for which they have no further use for either printer, as they are the same size shaft (7mm diameter, and "D" shaped)), and maybe a manual for either or both? I know it's a big ask, BUT . . . . Warren, in some of your wildest ravings you let it be known that you were building a collection of manuals which might be made available on loan. Maybe you can help in this way?

I am particularly anxious to obtain details of the dip switch settings, especially with regard to emulating the EPSON FX80.

I'm afraid I can't help with either printer. Anyone out there able to assist? I will photocopy and forward documentation to Bill if someone is willing to loan the relevant manuals to C.N.

1084S MONITOR

Still in the "Premier" state, and Vic Majury has this to say: I have found solutions to a couple of questions i have asked in my letter about monitors and 1571 drives.

With regard to the 1084S monitor I have which had been connected to

an Amiga. I ended up biting the bullet and had my original monitor repaired. Not quite as expensive as I thought at first, but it still set me back $145. At least now I have it back and working better than before.

When I first tried to use the spare monitor with a C64, it looked like the focus was out! Down to my friendly service person once again. Apparently, the problem of the screwed-up colours was caused by the small component responsible for preventing stray magnetic fields building up at the face of the tube failing. This will generally result in a blown fuse, but I seem to have an unusual monitor! The result of these extraneous magnetic fields is to change the colours displayed. I still don't know why it only changed the colours in 80 column mode, but it works fine now!

Great to see that you've got all under control, Vic.

1571

Vic goes on to write: Further re the disk drive speed problem, I contacted a technician who used to repair Commodore disk drives. He informed me that the speed of the 1571 is fixed, and cannot be changed. There is simply NO speed adjustment mechanism! Also, if one of the heads do go out of alignment relative to the other, he says he was never able to successfully realign them.

I'll have to admit that I have never needed to re-align my 1571's so I can't argue with his statement. I can certainly speak from experience when I say that manually re-aligning the head of a 1541 can be a real pain in the posterior, especially when you are new to the task. It's not overly hard or complex, just extremely exacting.

MORE DRIVE PROBLEMS

Vic has more to say . . .Since I wrote last, one of my drives seems

to have gone to Disk Drive Heaven, and I am experiencing a couple of problems with the remaining 1571 and the 128D.

Briefly, the copy program "Maverick V4" will not format a disk in the 128D, but will in the 1571. However, I can format a disk in the 1571 and then make a copy in the 128D or the 1571. In this case I cannot make a working copy using the two drives. And, to add a bit more confusion, when I run GEOS, I can't format a double-sided disk in the 1571 drive or validate a disk in this drive. If a validation is attempted, the disk becomes corrupted and thus unreadable in either drive. Confused? So was I!

I have checked both drives with Trilogic's Drive Doctor disk alignment program, and both check OK on all tests. Previously the 1571 was reading slow. I suspect that there is now a minor alignment problem with one or both drives. Do you know of anybody who is able to repair or test 1571 drives these days?

Unfortunately I don't know enough about the hardware side of things to be of much assistance here. Anyone out there who can help? As for qualified technicians, they are getting to be as scarce as hens teeth.

Hopefully Neville Thorburn will be back on his feet in the new year and be able to get back to doing his series of articles on disk drive maintenance. I think this sort of article is invaluable as it becomes harder and harder for Commodore owners to find reliable repairers for their equipment. If only a few readers become more conversant with the workings and repairing of their equipment as a result of these articles, then we have done well.

ELECTRICAL SAFETY

Up in sunny Queensland, and John Luxton puts pen to paper (or, in this case, finger to keyboard) to write as follows: First, the problem and near disaster experienced by Vic Mobbs with his electrical problems.

It would appear that there was a loose screw in the extension cord plug, and that a fairly substantial electrical load was on it. Vic mentions a heater, and if it was this cord that supplied the heater it would have been carrying around its full capacity of 10 amps (2.4 KW), depending on the type of heater.

Plugs on appliance cords and the plug and socket arrangement on extension leads can be a hazard if an active or neutral connection screw loosens off. A high resistance joint is the result, and the heat generated can cause a fire quite easily. The moulded plugs and sockets on commercially manufactured leads are fairly safe, although it has been known for a faulty one to sneak through and cause trouble.

While an earth leakage circuit breaker, or more correctly, a core balance earth leakage circuit breaker, is an excellent idea, a fault such as the above would not necessarily cause it to trip unless the earth conductor came in contact with either of the other conductors, or there was a deliberate overload caused by having too many appliances connected to the one cord or outlet.

Loading of fuses with a heavier gauge wire than that specified is another frequent cause of fires due to the overloading of circuit conductors. It has been possible for some years to replace the old fuse wedge with a miniature circuit breaker. In some states I understand that these are mandatory now, and provided the correct size is used for the particular circuit, they are very reliable, as are the multi-outlet boards with built-in circuit breakers.

However, home made extension leads, and plugs replaced on appliances by unauthorised personnel, are a distinct fire hazard.

When replacing a plug or making a lead, the guide that comes with the plug or socket should be used for the length of single insulated conductor and the length of the exposed wire. Care should be used when cutting the outer insulation to remove it, as it is very easy to cut the conductor insulation inside. The bared wire should be twisted tightly in the direction it is laid up, and a part loop made to fit it under the screw head. Always have the loop going to the right (the direction in which the screw is tightened), and always make sure that there are no separated strands wandering about to cause a short circuit. The end of the single insulation covering of the stranded conductor should always lay close to the screw, and the length of single insulated wire should be placed around the strain projections in the plug or socket. If, as sometimes happens, the outer covering shrinks and exposes the conductors outside the plug or socket cover, the whole should be re-done. and, most importantly, the conductor should be snug around the shank of the securing screw, and the screw tightened with the correct type of screwdriver, NOT with a knife blade or such.

If there is any doubt, get a qualified electrician to do the job correctly. Another must is to always use the correct cable for the lead. Twin conductor figure 8 is in most cases unsuitable, and using the cable used in house wiring is definitely dangerous and illegal. Electricity can be a good servant, and a very dangerous master. Play it safe!

John Luxton - Licensed Electrical Supervisor (N.S.W.) - Retired

Many thanks for the input, John. Although electrical work can be deemed to be well outside the scope of C.N., many of our readers do "dabble" in electronics and with

electricity. *I think it imperative that they be as well informed as possible.*

SUBSCRIPTION INFO

John goes on to write re subscription details for C.N. . . I would suggest that you put a bit more information either in the magazine or on the subscription reminder slips. I note that back in volumes #2 and #3 that you had detailed information on subscriptions etc., but this seems to have fizzled out!

Point taken, John. We will be trying to squeeze this sort of information in to future editions for the edification of our readers.

FEAR AND TREPIDATION

From N.S.W., and Les Fletcher writes: It is with some fear and trepidation that I pay my subscription. Given the problems you have experienced during the past several months, I cannot but wonder if C.N. is struggling to keep its head above water.

I am hoping, however, that you now have the problem licked and that we can look forward to many more editions of C.N. magazine.As you are probably aware, Peter Campbell of GEIGA fame, was recently ill. In order to continue GEIGA, he decided to seek help from a number of subscribers. This seems to be working for him. I wonder if you have considered doing something along the same line, to ease your work load.

Of late, I have found that I have been reading less of the magazine than previously. Looking through the latest issue I note:-* I always read GEOSgenie - Jane is great!* the editorial is a must read.* Newswatch is usually informative.* I'm not into modems, so Surfing the Nets is out.* Letters Link is often helpful, but can at times be quite a

drag, as was the case this month.* Micro Mart is OK, but I won't make STD calls if I see something interesting.* Bits & Pieces can be fun - when it appears.* Page 128. well, I have a 128, but no software, so I don't use it.* For CP/M corner, read Page 128* Expanding Horizons can be helpful, but I don't have an MPS 1230 printer, so this months offering was not for me.* P.D. Power can be interesting, but this month dealt with a C128 program, so again not for me. Of course, if Browser could do word processing . . . * I'm not in to games, so there's another column I don't read.

So do I get value for money? Well I just paid for another 12 months subscription. I guess that answers that question!

I can imagine what must go through the minds of many readers when we have these delays in publishing C.N. There have been so many Commodore publications fold over the years.

But, I can say that C.N. will not be disappearing just yet! I can't guarantee that we won't have problems in future, and I can't promise you that this issue, next month's issue, or one twelve months down the track (and all in between) won't be late, but I can promise that, while I've got any say in it, we'll be making a damn good effort at getting it out, and getting it out on time!

As for delegating, there's not much to share around! All the work is tied up in the writing and editing of articles, the processing of orders, and the handling of general correspondent (by far the biggest job). I do have help in the office in the form of my mother and Diane Austerberry, but neither is computer literate or presently capable of taking more than minimal correspondence off my hands. However, as from this issue, all our Merchandising will be handled by Bev in Adelaide, so this should give me some free time to actually finish a few projects. It's lucky I'm a workaholic!

By the way, thanks for the feedback on your readership. I try to cover as wide a spectrum of interests as possible within the pages of C.N., and this will naturally mean that some columns will be of little interest to some people. Subjects like modeming, BASIC or ML programming, or the 128 may not interest someone now, but twelve months

down the track, who knows? I hope Network shows people just what their favorite computer is capable of and encourages them to explore their machine and its capabilities as and when the interest takes them. I would hope, as in your case, that the bulk of our readership would consider C.N. as value for money.

FAST-8

Les goes on to say . . .Whatever happened to Fast Eight? I think that is what it is called. You never did get around to the promised review, and I'm still at a loss to know exactly what it does - apart from speeding things up a bit!

Unfortunately I never did receive an article from the appointed reviewer. However I have been informed that the review will be on the way shortly (I hope).

GEOS AND WORD PUBLISH

A question for GEOS genie - or any other GEOS expert out there. Is there any way to convert Word Publish documents into GEOS? word Publish runs in the GEOS environment and is much faster than GEOS, but it is a pain to format documents. If only I could create a document in Word Publish and then convert it to GEOS to format the document it would be great!

I am unfamiliar with Word Publish, but I have found that "Wrong is Write" handles all my needs when translating text to/from GEOS. If anyone out there is familiar with working with these to, and can help Les, it would be appreciated.

Peter Boothman

Memory Management

Basic Magic

Using Data Files

In the early days of the Commodore 64 various articles in books and magscovered the use of type-in data statements in basic programmes. Sprite & character data would be listed in the programme and fledgling programmers often went beserk trying to cope with incorrect data entry, the data restore command & other related dilemmas.

Those who thought there must be a better way honed their programming skills by writing endless sprite and character editors & then investigated ways of getting that data into it's appropriate memory areas thereby bypassing the dreaded data entry syndrome.

The first problem encountered here is how to save the data from the sprite editor etc to disk in a file that can be loaded into the main prg at a later date. One solution is to use a short basic programme to access the C64's Save routine that is situated in Rom. This is it:

SAVE MEMORY TO DISK

```
10 SA=8192:EA=16384
20 F$="FILENAME"
30 POKE194,SA/256
40 POKE193,SA-PEEK(194)*256
50 POKE175,EA/256
60 POKE174,EA-PEEK(175)*256
70 L=LEN(F$)
80 FOR P=1TOL
90 POKE1023+P,ASC(MID$(F$,P,1)):NEXT
100 POKE187,0:POKE188,4:POKE183,L
110 POKE186,8:SYS62954
```

L10 SA =start address of the data to be saved. EA = End Address +1 of data to be saved

L20 The filename you want to use

L30-60 SA & EA are converted into Low Byte/High Byte format to be poked into the registers that the 64's save routine accesses.

L70-90 Pokes the filename to the first few bytes of screen memory (as good a place as any)

L100 187/8 holds the start address of the filename (0/4=1024) 183 holds the length of the file name

L110 186 holds the device number for the save. The SYS call jumps to the 64s Rom routine & saves the file

This is very useful as the file is also saved to disk with a load address that is the same as the address from which the data was taken, meaning that the data can be loaded back into that memory position with a ,8,1 load. Doing it this way certainly beatsentering data into a prg manually and, in line with the subject of these articles, saves memory too.

A considerable amount of extra memory is saved when screens, character sets, sprite data etc need to be used in a programme. Instead of having the data stored in memory it can be accessed from disk files when needed.

Having saved various screens & other data to disk the next step is to get them into the prg when required. A simple prg line (eg):200 LOAD"SCREEN 1",8,1 will do this however when basic loads a file this way it forgets where it was and, after the file is loaded jumps back to the very start of the basic programme. Fortunately all variables of the prg are maintained so this problem can be solved by:

```
200 LD=1:LOAD"SCREEN 1",8,1
```

then at the first line of the prg:

```
10 IF LD=1 THEN 210
```

When basic jumps back to the startit will then jump to line 210 (orwherever you want it to go after the file is loaded)There are various permutations of this method and no limit to the number of files that can be loaded as long as you set up the appropriate variables at the start of the basic programme. This can be cumbersome if you have a lot of files and there is another way:

```
200 OPEN 1,8,1,"FILE":poke780,0
210 SYS65493:CLOSE1
```

It uses the 64s Kernal load routineand will efficiently load a file atit's specific load address then,unlike the previous example, willcontinue on to the next basic line.One trap with this is that if thefile that you want to load is noton the disk (ie you entered an incorrect filename or the wrong disk isin the drive) then a splat file will be created on the disk and you will have to validate the disk to get rid of it.

Being able to create files that can be loaded into a programme when needed is a great advantage when it

comes to conserving memory. With a bit of juggling you can set aside various positions in memory for storage.

For example you could have 8000 bytes set aside for a bit map screen, access the screen when needed and then load a new screen into the storage area when the programme requires it & so on ad infinitum.

Large RPG adventure games such as Bard's Tale, Ultima, SSI et al have no choice but to load data files as the playing area is so large. In some of these cases this was probably overdone as fans of these game styles will no doubt agree.

There is no end to the amount of data, graphics & sound files that can be loaded in to a running prg but a reasonable balance between ease of use & graphic presentation also needs to be maintained. When using these file methods it is always useful to have a utility such as start/end finder that will ascertain the load address of any prg on a disk.

It's easy to lose track when you have a lot of files, and many graphic utils fail to tell you the load address of data that they have saved. If you need to you can always view the file with a track & sector editor. The 3rd & 4th bytes of the first block of a file show the load address in low byte/high byte format. Using a track & sector editor such as DiskDoctor Plus is a good way of altering the load address of any file when this is necessary. Including the load address of a file init's filename can also be a good idea e.g. CHAR 51200.

Next time I'll take a look at using hidden RAM. Meanwhile remember that 85 year old programmers always remember their names & they don't bump into walls (or probably not very often anyway).
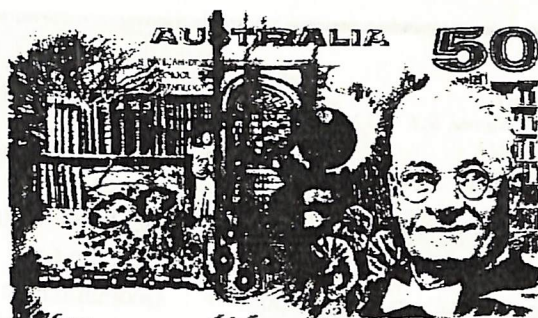
Micro Mart

FOR SALE

- 1 Commodore 64C, slimline case, excellent condition including manual, power supply and video cable $60
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Andrew Gormly
PO Box 123, Walkerville, SA 5081

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18 Windsor St, Edgeworth, N.S.W.   2285

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CONTACT

Commodore Network

Aaron Kernbach
P.O. Box 927, Nairne, S.A.   5252
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FOR SALE

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- 128 Spectrum (paint programs) $30.00

The three programs above are suitable for use with the REU.

- 128 Illustrator $20.00

Note: the above is unsuitable for use with the aforementioned REU

.CONTACT:

Gwen Lohman
130 Crooked Lane, North Richmond, N.S.W.
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- Colour monitor for the C= 64

CONTACT

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APPLICATIONS

Ultra V7.0

Originally programmed by Bob Kober, this is a version updated by Joe Kovalik in May 1989.

A multi-featured sequential file-handling utility, Ultra offers the user a wide variety of options including the dumping of output to either screen or printer (in 40 or 80 column format).

Other features include a suite of disk housekeeping routines allowing selection between multiple drives, the ability to scratch and rename files, to format a disk, and to view a directory.

Users can select files by manually typing in a desired filename or by cursoring through the directory listing (invoked using the F-1 key), and pressing the F-1 key once more when the desired file is reached.

Ultra V7.0 supports two formats in the on-screen display, and some six formats when files are being dumped to printer. These formats include being able to choose between implementing imbedded Carriage Returns as your line delimiter, or ignoring these, and specifying your own line length, with word-wrap implemented. Single or double column format printout is also available, as is the ability to adjust margins for centering of a page, and the facility of allowing page numbering.

ASCII to PetASCII translation is also available, so text files originally ported from other machines should be accessible.

Users also have a choice between keyboard input or utilising a 1351 mouse for point-and-click operation.

ASCII to Easy

A small routine for users of the word processor Easy Script. This translates true ASCII text files to a format useable by your word processor. Just follow the prompts.

Easy to ASCII

As the above, but in reverse.

Multi-Split64

Just about any user of text files has had the need to "split" large tracts of text into two or more parts at one stage or another. Well, this is the program to do it with! Slow, but does the job!

MicroLabels

Programmed by Bill Weiss, this program requires a printer capable of subscript printing. If in doubt, refer to your printer manual.

Utilising labels of approximately 3 1/2" X 1 7/16" in size, this first prints a header line followed by some 45 directory listings. If the directory being dumped is longer than 45 files, the program will skip to the next label, print the header, and proceed with the remaining filenames.

Please ensure that your labels are properly aligned.

Philemaster 64

A simple database program created by R. Drake.

Home Budget

A program designed to help you handle your home budget (surprise!). Options include the ability to enter and view monthly bills, and to present them as a barchart. It also allows the maping of budgetory trends.

Address Manager

A database for holding addresses, surprisingly enough, by Bernard Habet. Offers the user the ability to add, change, search for, and print addresses, as well as the facility to alphabetically list the addressees.

Diary Manager

Similar to the above, this allows the keeping of a simple computerised diary. Also programmed by Bernard Habet.

Expense Manager

As in the above two cases, this also was programmed by Bernard Habet. It allows the entry of new data, deletion of past data, and the printing thereof. It also offers the ability to analyse your expenses, etc.

Bank Manager

An updated version of a program by Bernard Habet, with the upgrade being performed by David Greening. Helps you keep track of your finances.

Lister64

Something a little different. this is a "wedge" program which inserts three new commands into the computer's vocabulary. these are LISTN, LISTP, and LIST#5. The purpose of these commands is to allow the user to dump files directly to the printer.

A brief description of each command and its usage is included in the file.

Source code has also been included for our ML programmers.

Math Whiz

Programmed by Jack Boxer, this is an educational program. This will assist your young ones in addition, subtraction, multiplication, and division.

C-128Spray.demo.V2.0

A demonstration of the capabilities of "spray Paint", a 128 keyboard graphics paint program.

Stranded.Adv.-80

An 80 column mode adventure game.

Browser V2

Rod Gasson's excellent text file handling program. For further information, see the September edition's P.D. Power column on page 26 of that issue.

ENTERTAINMENT

Goldrunner

A traditional space shoot-em-up.

Labyrinth

Traverse through a three dimensional maze in this decidedly different, and certainly challenging, maze.

PSI

A random event generator that may be used to test your ESP abilities. Something a little different!

Rescue/Centauri

An adventure in which your mission is to rescue a captive from a space station.

Frustration 5.03

A version of Mastermind programmed by Joseph F. Galen

GEOS

This month's GEOs disk is a little different than in the past. It is double-sided GEOS, no "magazine" side has been included. Please pass on your thoughts if you should feel strongly about this one way ot the other.

geoSHELL.demo

A sample version of Maurice Randall's excellent Command line interface implementation for GEOS. Some facilities are, naturally enough, unavailable in this demo version, but it most assuredly gives the user the "feel" of what geoSHELL is all about. I'm sure you'll find the program very much reminiscent of CP/M in its implementation, and in its use of "transient" commands, several of which are on this disk.

Here is a description of each:

ppaint - prints GeoPaint documents without the need to load GeoPaint.

pcard/ccard - a pair of commands for designing and printing greeting cards.

convert - converts GEOS files to a sequential program file format for ease of transmission via modem.

laser - sends a file to a printer "as is", without translation.

sfont - grabs a font for inclusion within a program.

mem - used to peek/poke values within GEOS.

ucopy - handy filecopier with several advanced features.

color80 - no info on this.

pwrite - GeoWrite enhancement

ifont - installs a new font into geoSHELL.

max81 - expands the number of files accessible from a 1581 in GEOS mode

relabel - rename a file

N/R EnglishfontCourierGSFont
by Jim Collette

AutoMagicMaker By Rick Coleman.

This produces an auto-executable file to run a desk accessory/s during the GEOS startup sequence.works in both 40 and 80 column mode on both the 64 and 128

Banjo Paterson Graphic by Gordon Turrall

Aust. Dingo Graphic by Gordon Turrall

Allan Border A graphic of one of Australia's greatest sporting heroes, test cricket captain, Allan Border, by Gordon Turrall.

HD Native 128

A driver for use with Gateway and a CMD Hard drive's native mode partitions.

FD Native 128

As above, but for native partitions on an FD drive.

Mini OzIcon designed by Peter Hunt.

Pointers

Several pointers are supplied on this disk. They include:Face, More Oz, and ZigZag, all for the 128's 80 column mode, as well as 128Bent.Pntr, 128Pencil.Pntr, and 128Dbl.Pntr.Blok.AXBBlok BatchBlok Bootie All three files above are programmed by James Lewis Kolb and are used for REU operations.

UTILITIES

Ult Fonted Programmed by Ramy and Maniax, the Ultimate Font Editor is designed to help you design multi-coloured fonts, with full control over the background and three foreground colours. Abilities include mirror, rotate, flip, scroll character left/right/up/down, reverse, reverse upper/lower character half, erase upper/lower character half or entire set, and the deletion of individual characters. Control is via a joystick in port #2.

Whipwriter Created by Reiner Richter, this is a multi-featured electronic letter writer with plenty of features. I especially liked the "bookmark" feature. full instructions and several help screens included.

M/C Sprite Ed

A program in BASIC by Paul Higginbottam, this is a workable sprite editor utilising the F-1 to F-4 keys to select various colours to be used.

Basmon64

Another BASIC program, this one being by R. Drake. An M.L.

monitor.

Sound Maestro

Programmed by Darren Spruyt, this is a simple sound generator wedge with instruction screen built-in.

DMC Version 5.0

A powerful music editor allowing the creation of instrumental voices of a very high standard. Comes with full instructions and associated files as listed below.

DMC 5 Packer[M8]

Designed specifically for DMC, this program will pack music files created with DMC 5 along with the necessary music player.

DMC 5 Depack[M8]

This will unpack files created using the packer for DMC.Funpaint V2An interlace FLI editor program. Comes with simple instructions and some help screens.

Direct.Design.64

A powerful directory editor offering the following options:add, center, dump (directory to printer), echo, find, guard, hue, insert, jump to, kill, load $ (directory), move, oops, pack, query, rename, sort, trade, view $, write $, xray, page.

MAGAZINE

Laser.demo

A demonstration version of Threshold Production's "Laser Duel" as reviewed in the November "Power Drift" column.

Amaze

E. Gordon Wormald's random maze generation program.

Bits & Pieces

All the routines from the last three issues, just to save you the time and

trouble to type them in.

Bitmap 1

Bitmap routine from the Bits & Pieces column.

Bitmap 2

As above

Bitmap 3

As previous two

M/L AppendSeq.Splitter.Bas

From the november BASIC Magic column.

FLPT Primer.Sor

From the November P.M.C.C. column. Source code.

Vic Emulator

Something a little different.

Browser

As reviewed in the P.D.Power column, November issue. An updated version of that contained on the C-128 disk.
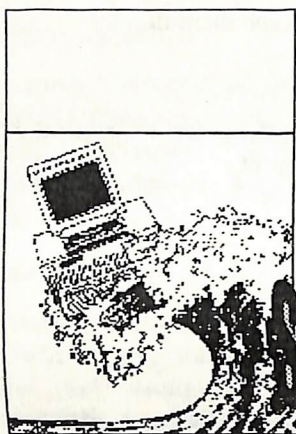
GNYLFVII.Prg

Text conversion program which allows translation between several text formats. Supports Microsoft RTF, Writer's Choice, Mini Office word processor, IBM ASCII, Unix (ISO) ASCII, PetASCII, Screen codes, linear scroll, and KF Metatext.

Hypercars

Another game demonstration, this time for the game Hypercars, also from Threshold Productions.

Surfin' the Nets

G'day All,

I'm not sure if I'll have room to write about connecting to a Bulletin Board in this issue, as I've some news to deliver and I feel compelled to shatter a ridiculous myth I've been hearing about my beloved Commodore, its abilities, and what's available for us.

First off, there's both new software and new hardware which really tickles me pink to write about.

Novaterm 9.6 the cartridge is expected to be on the commercial market by Christmas. It's very hard for me to describe this term program with anything but glowing terms. I've been a part of the beta testing team, and it has everything a Commodore user (C64 OR C128) could want. It's packaged in the form of a cartridge (with an autoboot switch) and will be available with a port expander (up to 5 slots for an additional $1 US each). The advantage of a cartridge is that it lets users with minimal equipment (such as one disk drive) have fast access to the term program without needing much disk space for it.

A quick rundown of the new features Novaterm 9.6 offers:

- "Newbie" user-friendly Configuration program lets new users quickly set up and use the program.
- Laser printed and bound Documentation, rewritten with a slant towards the inexperienced user.
- Improved fast screen scrolls for C64 users who use the 80 column fonts.
- C128 users can use their 80 column VDC screen when online.
- Zmodem for both uploads and downloads
- Xmodem-g and Ymodem-g
- No more ramDOS to slow file transfers down.
- Buffer and RAM support for RAM expansion units plus:
- RAMLink and RAMDrive DACC partitions
- GEORam and BBGram devices
- C64 Internal memory
- C128 VDC + C64 Internal memory
- Uuencode and Uudecode options built in
- Built in Translation of text files: PET to ASCII, PET to UNIX, or ASCII to PET. The ASCII to PET option also converts UNIX to PET at the same time.

Performance Peripherals, Inc., 321 Washington Avenue, Albany, NY 12206 will be distributing Novaterm 9.6 for under $40US, and will be offering other products (some of them new to the market also) that Novaterm 9.6 supports.

New Hardware from Performance Peripherals, Inc.

One of the newer hardware devices is called CommPort ($34.95US) which is a UART cartridge similar to the SwiftLink, but differs in one respect. To quote from PPI's catalogue it also includes "a setting for the decoder to acknowledge the cartridge at either $DE00 or $DF00. At $DE00, there are 64 mirror images of the cartridge registers which is similar in function to SwiftLink (TM) by Creative Micro Designs. At $DF00, the I/O mirror images are limited to just 4 which allows the use of other hardware in the $DF00 control space. This feature is unique to the CommPort and provides increased compatibility over competing cartridges."

Additionally PPI is also offering a device called "Address Fixer" ($19.95US) which fits inline with Swiftlink cartridges and will change what address the Swiftlink is mapped to, allowing the Swiftlink to be more compatible with memory expanders like the RAMLink, RAMDrive, GEORam, etc.

To help users with several items coming out of their Cartridge port, PPI is offering the CommPactor ($29.29US) which is a multi-slot expansion unit. What makes this one different is the way the cartridges are added. According to the catalogue, "Devices plugged into this unit lay flat away from the computer and are stackable. [It] Comes in various models that are made specifically for your hardware or to fit the dimensions of your

hardware perfectly. Being dimensionally correct allows hardware to fit in a comapact [sic] package horizontally on the desk."

I've heard of being "politically correct", but apparently PPI takes this one step further by offering "dimensionally correct" products. <g>

Last on the list of PPI's goodies for modem users is geoFAX, written by Maurice Randall. It sells for $39.95US.

Surfing the Nets with GEOS

Did I mention GEOS? Did Warren or Artie remember to include the neat graphic of a C128 computer riding a wave? *(Of course I did! - Artie indignantly)* I hope they did, because when Maurice Randall's new terminal program called "The Wave" hits the streets, that's exactly what it should be like for GEOS128 v2.0 users who have a SwiftLink or CommPort UART cartridge. The Wave will be available commercially, but a demo version is set to be released before Christmas that will have all the functions of the term program available except the ability to up or download files.

GEOS users will enjoy telecommunicating using the familiar point and click of the operating system and having the ability to use either ANSI or VT-100 emulation. One of the features I find most intriguing is that you will be able to invoke geoWrite from The Wave and then return back to the terminal program. TextScraps and TextAlbums can be used to send messages or other text to the modem, which will really be a boon for those who like using "macros" in term programs. Of course, the built in ability to use geoWrite has other purposes too, as The Wave saves captured text to geoWrite pages, making it very easy to buffer and reply to messages.

The demo will not allow the viewing of common graphics (such as GIFs) when browsing the World Wide Web, but the commercial program is expected to have this facility. This program will require GEOS128 v2.0 and a UART cartridge. RAM Expansion isn't necessary, but highly recommended.

QWKie goes Free

Due to work and other commitments, Arthur Moore has made his QWK offline mail reader for the C64 available to all, rather than continue to support it. It's available as QWKIEFRE.SFX on FTP sites and Bulletin Boards. **(Now available at GeoZ Online Services)** I hope someone else will decide to support a QWK offline mail reader, as QWKie is an excellent program, but there's always room additional features and options.
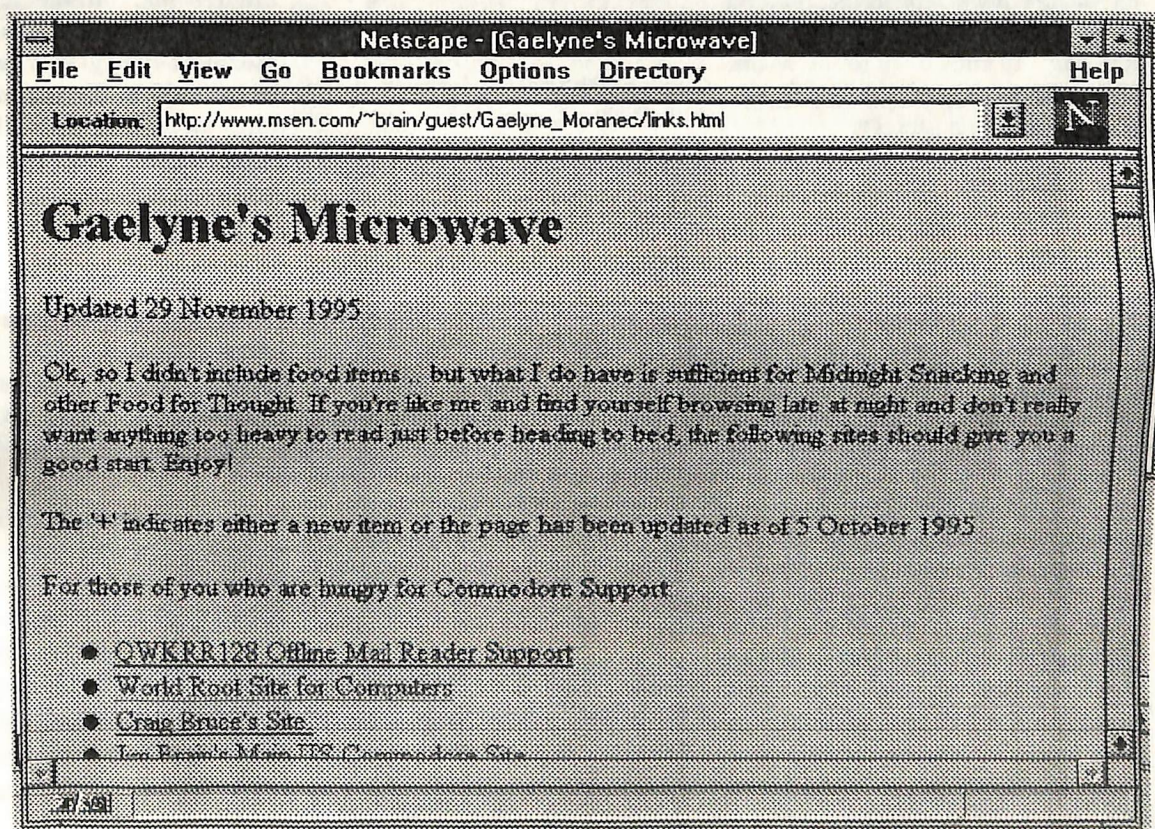
The Surfer Raves On... about Files and Support

About a week or so ago, someone called me to discuss Commodore modeming and other items, and uttered a phrase that I'd like removed from the vocabulary of all Commodore users because it's not true, and does ALL of us a terrible disservice.

"There's nothing new out for the Commodore."

BULL!! I'd like to take that sentence, throw it on the sand and stomp on it until it's been completely disintegrated.

I don't have much sympathy for anyone who tells me this, nor do I feel much compulsion to correct them. In a sense, they make their statement a self-fulfilling prophecy. Obviously, if there's nothing new out there, the entire top portion of this article wouldn't exist. Often those who don't think there's anything out there treat modem users like we're raving on about nothing. If they'd tune in a bit, they'd know where the goods are. It's not like it's a secret.

The best places to find out about new software and hardware is by using a modem and participating in networks such as FidoNet or the Internet Commodore group, comp.sys.cbm. There's also the C64 IRC (Internet Relay Chat) channel called #c-64. With a modem and even minimal Internet Email access, you can ask someone for help with any of your programs, and in many cases, you can ask the software author directly.

Add the ability to access the World Wide Web or FTP, and you can go find information and even more people who use the Commodore. The world is your oyster when you have a modem, so instead of abusing your poor computer, use it to its FULLEST and connect with the rest of the world.

Ok, now I'll quit raving and you tell you where to look for some of the best goodies. Let's start off close to home and move out into the world from there. In this issue, you'll find the phone numbers for Arthur Stevens GEOZ Online Services and Paul Gardner-Stephens Fishbowl BBS. These are two good places to start, as you can get files from either place, and better, you can contact other users from around the world by taking advantage of the message areas. If you have FTP access, you can start out by FTPing to hal9000.apana.org.au and look in the /pub/cbm directories. I have mostly telecomm related files here, such as Novaterm, Desterm, Fritzterm, QWKRR, QWKie, and files to dissolve ZIP and ARC files, and of course, the latest updates of Rod Gasson's Browser program. Once you've finished stocking up on essential programs for using your modem, you will want to branch out a bit. Santa Claus even visits ccnga.uwaterloo.ca, because it has one of the largest well cared for sites on the Internet for Commodore files. This is tended to by a Commodore user and programmer named Craig Bruce. The directories you'll want to check out can be first found in the /pub/cbm directory. There are about two dozen Commodore related directories here, with easily about a thousand files, separated into categories. Whatever you do, be sure to check out the INCOMING directory, as this is where new stuff is uploaded to. Plan to spend some time there, because there's a LOT to choose from.

Uh-oh. What if you've never tried FTP before? What does it mean? FTP just means File Transfer Protocol (exciting, hey?). How do you do it? It's easier to do than to write about. Really! On a menu'ed Internet provider, you simply find the menu option for FTP then type in the FTP site where you want to go. Once you're there, you're prompted for your login name, which is almost always "anonymous". Then you're asked for a password and in this case the software expects you to give

it your Email address. That's not too hard, is it?

The next bit is just as easy. You use a command called "cd" which means "change directory" and type in the directory path. Above, I mentioned that the files in either FTP site can be found in the

/pub/cbm directories, so you will need to type: "cd /pub/cbm" and hit the return key. To see where you are, list the directory by typing "dir". If you see a file you want, first tell the system you will be transferring a binary file by typing "binary" and hit the return key. Then type "get filename", but instead of typing in filename, use the name of the file you want. If you want more than one file with a common name, you can use another command instead: "mget filename*". The "*" is used as a wildcard. The file gets transferred from the site its on to the place you've called. When its finished, type "quit" and then download the files from your provider to your computer. Easy, huh?

If you have access to World Wide Web, you can visit a growing list of WWW pages that have a rich resource of information and files. There's a program called lynx which is available on most Internet providers that lets us browse the World Wide Web using our Commodores. It's not a Commodore

program but an Internet utility.

Most WWW pages also include a means to send Email to the authors of them, which gives you yet another opportunity for Commodore support. There's websites for everything from Assemblers to Zip and everything in between, you name it, and it's there. A good place to start, I suppose, would be um... my place. (Sure why, not...) Instead of going to my "index" page, though, start off with a list of links to Commodore sites - try:

http://www.msen.com/~brain/guest /Gaelyne_Moranec/links.html

Accessing the World Wide Web (WWW) is easier than FTPing. Just make sure you're using a VT100 emulation. On your Internet provider, you should find an option called either WWW or Lynx. Select it, and if asked for a URL, don't panic. A URL is the "address" to a WWW home page. It means Universal Resource Locator. Just type in the URL I gave above (http://www.msen.com/~brain/gues t/Gaelyne_Moranec/links.html) and press return. The ~ character is called a tilde. To type this when using Desterm, use the shift and equal keys. In Dialogue the default is shift "*", and in Novaterm, it's the shift up-arrow key.

To use lynx when using a UNIX shell account, you just type "lynx" or if you have some place you want to go in particular, type "lynx <url>".

Sometimes instead of asking for a website, one will appear automatically. If this is the case, you can just press the "g" key and then type in a URL. Unfortunately, not all lynx programs offer the ability to "go" to a specific URL. If this is your situation, you can improve your odds. Almost every

default web page offers a link to either the Yahoo Index or Webcrawler. From here, it offers search functions. Search for the word "Commodore" or if looking for my page, "Moranec". A list of websites will appear that you can then select which will take to you to the support you've been looking for.

Once you're on a page, you'll see highlighted text, these are called "links", and if your cursor is over one, you simply press return and you'll be moved to another WWW site or page. Not ALL highlighted text is a link, but most are. It's easy to tell the ones that aren't links, as your cursor won't land on it. By the way, if you can't see where your cursor is, it helps if you make it a different colour from the text, or change it so it blinks.

That's it for my raving this month. This article was proof read by Rod Gasson. He puts up with far more raving from me than you can imagine.

C'ya online!
Cheers, *Gaelyne*
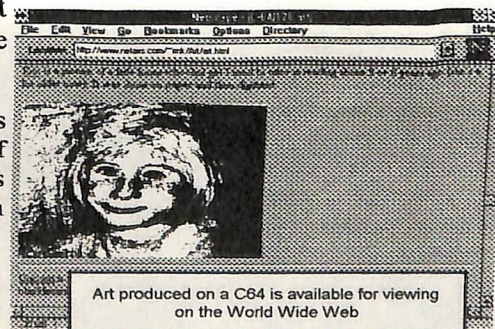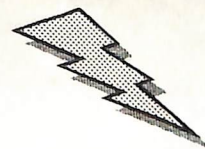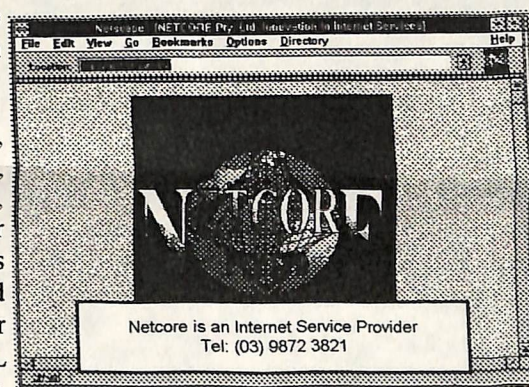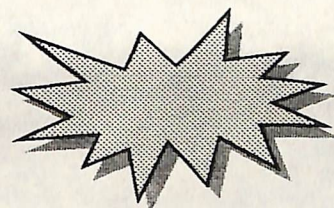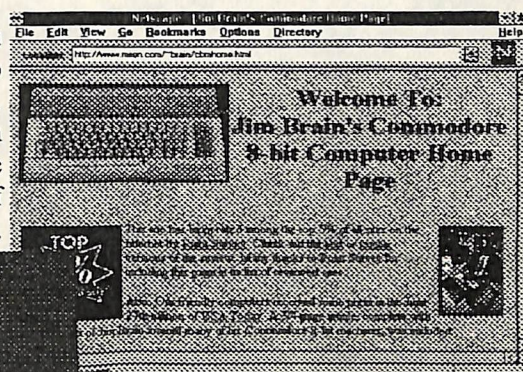
Gaelyne R. Moranec   moranec@hal9000.apana.org.au
90 Hilliers Rd
Reynella S.A. 5161   Fido: 1:366/221.128
Australia   3:800/809.128

WWW: http://www.msen.com/~brain/guest/Gaelyne_Moranec/index.html
QWKRR128: http://www.msen.com/~brain/guest/Gaelyne_Moranec/qwkrr1.html

Welcome To: Jim Brain's Commodore 8-bit Computer Home Page

Netcore is an Internet Service Provider
Tel: (03) 9872 3821

Art produced on a C64 is available for viewing on the World Wide Web

Commodore Network Merchandising

44 Balfour Street, Nailsworth, SA 5083

THE ULTIMATE CP/M COLLECTION

Encouraged by the acceptance of our "CP/M Corner" column, and realising that one of the major problems faced by 128 users who choose to delve into the depths of CP/M is knowing where and how to acquire software, we have put together this massive collection of material covering some 30 X 1541 disk sides, or 8 X 1581 disks. and we've made it available for only $40.00

ALIVE! CLIPART COLLECTION #1

A collection of Print Shop style images compiled from various sources, and presented on 111 Fun Graphics Machine clip art screens. Each screen holds nine images. You will need FUN GRAPHICS MACHINE to utilise these. Comes with a printout of each graphic presented in a binder and at a total cost of only $22.50

THE GEOZ COLLECTION

A huge collection of GEOS shareware and PD items put together over the years by Artie Stevens at GeoZ BBS, and added to by myself and others. Includes more than twenty disk sides of GEOS applications, three disk sides of desk accessories, one of Auto execs and input drivers, three of fonts, and thirteen of art. FORTY disk sides for only $60.00

THE PROGRAMMER'S CROSS REFERENCE GUIDE

The definitive reference work for the programmer who wishes to translate programs between the following platforms - C64, C128, and Plus 4. Available as a print out and presented in a three ring binder, or as a sequential file on disk for you to print out at your leisure.
Binder: $15.00
Disk: $7.50

THE 1581 MASTERS COLLECTION

A collection of 1581 utilities and files, supplied on a 1581 disk. Ideal for owners of this drive or the new CMD FD series drives looking for utilities to help them get the most out of their equipment.
$5 to subscribers $7.50 non-subscribers

THE 1571 MASTERS COLLECTION

As above, but for use with the 1571 drives. Includes programs to help you utilise your drive's ability to handle MS-DOS disks.
$5 to subscribers $7.50 non-subscribers

SAMMANTHA'S GRAPHICS GOES GEOS

Yes, the popular Sammantha's Graphics in GEOS format, a must for those wishing to add a touch of Australiana to their GEOS documents.
$5

GEOS BORDERS

by Norman B Gough
A selection of borders fro use with GEOS. Two double sided disks for an unbelievable price of just $7.50 the set.

CN GEOPAK #1

A selection of GEOS items fresh from Q-Link in the States. This double sided disk contains FULL documentation for most files. Disk contents include: Poster Print, Change BSW, various Fonts, Printer Drivers, and graphics, Unpublish etc.. A must for any GEOS collection.
$5

CN GEOPAK #2

The long awaited second disk in our GeoPak selection. Full documentation is included. Two disk sides containing, amongst others: Mah Jong, DB Getfile, Fontloader, etc..
$5

CN GEOPAK 128

A double sided collection of GEOS PD exclusively for the 128
$5

ADVENTURE DISK #1

The first of our adventure collections.
$5

ADVENTURE DISK #2

The follow up to the successful Adventure Disk #1 for the many adventurers out there
$5

INTERCHANGE 64 and INTERCHANGE 128

Two disks devoted to specialised programs to help the translation of documents or graphics from other computer systems to the C64 and the C128 respectively.
Sold separately at $5 per disk for subscribers, $7.50 non-subscribers.

DEMO GRAPHICS TOOL DISK

A collection of tools for the budding (and experienced) demo artist.
$5

DESOTO UTILITIES

An excellent multi-drive operating system for the C64. Handles 1541, 1571, 1581, CMD HD, and RAMLINK in any combination - EXCELLENT!
$5

GRAFIX GALORE

Tom Stoehre
Subscribers to LoadStar will be familiar with Tom's Work.
This collection is priced at $10.95 and comes recommended.

SAMMANTHA'S GRAPHICS

By Sammantha Hayhoe
Looking to add a touch of Australiana to your printed output? Here is a collection of true blue graphics for PrintShop users.
$5

SAMMANTHA'S GRAPHICS II

By Sammantha Hayhoe
52 new true blue Oz graphics and 67 brand new borders!

VIDEO SHOP

A multi featured graphics manipulation program capable of working with Print Shop, PrintMaster, Doodle, Koala and standard bit-map graphics. Comes complete with a disk of graphics and a disk of fonts and a detailed manual.
$12.50

MOUSE MATS - $4.95 each

I now have a range of no-name diskettes in both 51/4" and 31/2" formats
51/4" DS/DD - $5.50 per box(10) $50 per 10 boxes(100)
51/4" DS/HD - $10.50 per box(10) $95 per 10 boxes(100)
31/2" DS/DD - $10.30 per box(10) $88 per 10 boxes(100)
31/2" DS/HD - $16.50 per box(10) $150 per 10 boxes(100)
Disk Labels with write protect tabs - 100 for $2

All items can be ordered from both

Commodore Network
9 Wadeson St.
Cobram
Victoria, 3644

C.N.P.D
44 Balfour St,
Nailsworth,
S.A., 5083.

If ordering 1581 disks, please remember that orders for these can only be serviced from the Cobram address. Don't forget our $2.00 post/packing charge